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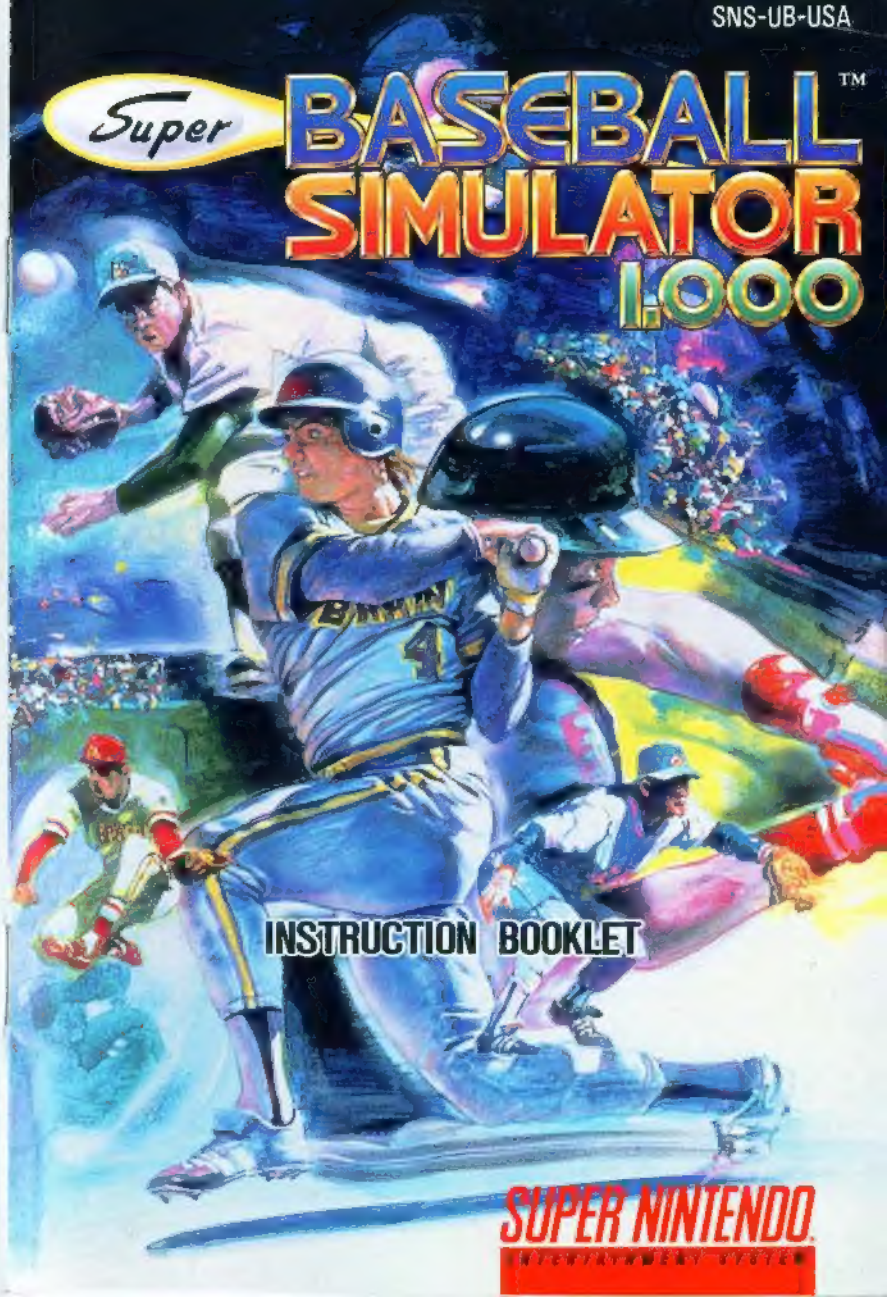
Printed in Japan

SNS-UB-USA

Super BASEBALL SIMULATOR 1.000™



INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

CULTURE BRAIN™

WARNING : PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTION BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

PRECAUTIONS

- This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and /or the Control Deck.
- Do not clean with benzene, paint thinner alcohol or other such solvents.
- Store the Game Pak in its protective case when not in use.
- Always turn the power off before inserting or removing the cartridge from the **SUPER NINTENDO ENTERTAINMENT SYSTEM®**.
- When playing the game for long periods of time, it is recommended that you take a 10 to 20 minutes break for every 2 hours of play.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO® HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM®. ALL NINTENDO® PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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A MESSAGE FROM CULTURE BRAIN

CULTURE BRAIN's First 16-bit soft, "SUPER BASEBALL SIMULATOR 1.000™", is now completed, and we are very happy to present it here to you.

Our last title "BASEBALL SIMULATOR 1.000™" was popular both in the U.S.A. and JAPAN, and was chosen to be the 1990 "Best sports game of the year for the NES™" by "Game Players™" magazine.

It has been our wish as well as our game fans to produce the same quality on the Super NES™.

Our dream has finally come true, with many new, and fascinating features. From wild and wacky pitches, to incredible fielding abilities. The batters have some tricks of their own also.

The graphics are fantastic, and there are many, many editing options. Enjoy the game!

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SUPER BASEBALL SIMULATOR 1.000™!!! IT'S THE ULTIMATE BASEBALL GAME

LET'S MAKE YOUR ORIGINAL TEAM.

You can reform your own team in EDIT mode.
Input a team name, color, players' names and their data.

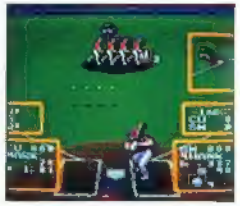
A COMPLETE PENNANT RACE FOR 6 PEOPLE!

This is amazing!! Up to 6 people can enjoy this two mode game, an action Baseball game mode, and a regular simulation game mode.
You can check the stats and ratings of your favorite players or team.

HOW DO YOU LIKE YOUR ORIGINAL TEAM?

You are the manager. You can edit your own team anyway you like.
Only Super Baseball Simulator 1.000™ can do it.

FASCINATING ULTRA PLAY!



Only Super Baseball 1.000 can make it happen! A ball that disappears, multiplies, flies zig zag?!? What's going on? Loads of these ultra plays will drive you crazy!

BATTERY BACK-UP SYSTEM

The battery Back-up system will save all the game data on the Super NES™. In order to protect it from deletion, follow these directions.

1) Do not turn off when the title screen is on.

2) Do not turn off right after the game.

3 OUTS

GAME SET

BLACK OUT

NEWS

Turning the machine off or pressing the reset button may delete the data during (3). Wait until (4) to do so.

3) Right after the mode you don't watch.

PLAYING GAME

BLACK OUT

NEWS

MENU

Turning it off or pressing the reset button at (1) or (2) may delete the data. Wait until (3) or (4) to do so.

Now you're ready to play!

ULTRA PLAY

Ultra Plays can be used by the six teams on the Ultra League, or any edited teams based on these six teams. Each team has a certain number of Ultra Points. Each time an Ultra Play is used, a number of Ultra Points are used up. When all the Ultra Points are used up, that team will be unable to use any more Ultra Plays. The key is to use your Ultra Plays at the right time during a game. (Ultra Points are fully restored at the beginning of each game, even in a series or season.)

[1] ULTRA HITTING

Press the (X) button to open the panel. Swing with the (A) button to use the displayed Ultra Play, or press the (B) button to cancel.

[2] ULTRA BALL

Press the (X) button to open the panel. Select the Ultra Ball with the up or down direction of the control pad. (A pitcher can have up to four different Ultra Balls.) After setting it, proceed to the regular operation to pitch. Cancel it with the (B) button before the pitcher gets set for the pitch.

[3] ULTRA FIELDING

Press either (X), (Y), or (B) button to use the Ultra Fielding abilities. (See P. 8)

ULTRA BATTING

There are 15 different Ultra Batting Techniques. Each Ultra Batting uses up different Ultra Points.

1. HYPER HIT U.P. 9 The batting power will double up. Even a poor batter can make a big hit.	**6. INVISIBALL** U.P. 3 Another incredible batting technique. The ball disappears when it's hit and reappears half way down the field.	**11. SHADOW HIT** U.P. 5 There are three shadows to one ball?! It's very confusing. Which is the real one?
2. MISSILE HIT U.P. 5 One of the best Ultra plays! A fielder who catches this ball will be blown back to the fence.	**7. METEOR HIT** U.P. 2 A part of the bat goes along with the ball and knocks out the fielder.	**12. HYPER RUN** U.P. 8 Oh boy! He can run faster than the ball.
3. TREMOR HIT U.P. 4 This causes an earthquake when it lands.	**8. SQUIRREL HIT** U.P. 2 This ball moves wildly, and is very hard to catch.	**13. FREAK HIT** U.P. 2 This crazy ball bounces in all directions.
4. BOMB HIT U.P. 4 Only the Super Catch can take this explosive hit. Watch out! It will explode!	**9. SPINNER HIT** U.P. 4 Wow! What happened? The whole baseball field revolves!	**14. DIZZY BALL** U.P. 3 Hey, what's going on? It's out of control! The fielders move in the opposite direction of the control pad.
5. SHADOWLESS U.P. 5 The shadow of the ball disappears. It's hard to anticipate where it lands without it.	**10. LEAF HIT** U.P. 2 A fly ball transforms into a leaf.	**15. ORBIT HIT** U.P. 3 The ball revolves around the fielder a couple of times, after it is thrown.

ULTRA BALLS

There are 20 different Ultra Balls and 4 different Ultra Fieldings.
Each Ultra Play uses up different points. The effect and control of each play varies.

1. FIRE BALL U.P. 6 When it's on fire, it speeds up to about 150 mph.	**8. SPEEDER BALL** U.P. 6 You can change the speed of this ball using the up and down direction of the control pad.	**15. FLOATER BALL** U.P. 4 This ball floats and swings when it changes into a leaf. The timing of this is very hard to predict.
2. STOPPER BALL U.P. 9 The speed of this ball is variable. It even stops in mid-air before reaching the catcher. Use the 'A' button to stop the ball.	**9. PHOTON BALL** U.P. 8 The speed of this super fast ball reaches 200mph.	**16. MULTI BALL** U.P. 3 The pitcher splits into 4. Watch out!
3. PHANTOM BALL U.P. 3 This ball disappears at the halfway point and reappears right by the batter's box.	**10. ZIG ZAG BALL** U.P. 3 This ball weaves to the right and left, and is difficult to focus.	**17. FADEOUT** U.P. 5 The pitcher disappears! Where and when is the ball pitched?!?
4. SNAKE BALL U.P. 3 The ball winds its way to the catcher.	**11. SPIRAL BALL** U.P. 3 This ball moves in a spiral motion.	**18. WARP BALL** U.P. 3 This ball warps! It can be used one time only with the "A" button.
5. NINJA BALL U.P. 3 This ball multiplies to confuse the batter. Which is the real one?	**12. JUMPER BALL** U.P. 5 This ball jumps to the right and left. Use the "A" button to control.	**19. LOTTA BALL** U.P. 5 Multiple balls. Which is the real one?
6. SPARK BALL U.P. 4 This ball discharges electricity while it weaves to the catcher.	**13. TREMOR BALL** U.P. 2 This ball causes an earthquake upon impact.	**20. ??? BALL** U.P. 1 This ball comes out either red or black. If the ball is black, it's an iron ball, if red, it makes a big hit.
7. IRON BALL U.P. 5 This ball transforms to a shotput. It is extremely hard to get a hit.	**14. CHANGE-UP BALL** U.P. 7 The speed of this ball varies. It drops down to 12mph with a press of the "A" button. Repeat as many times as you want.	

ULTRA PLAY – FIELDING

All the players except a pitcher can use these 4 Ultra Fielding features.

UF 1 : SUPER SLIDE	
U.P. 5	A fielder slides by pressing the "A" button.
UF 2 : ROCKET JUMP	
U.P. 5	A fielder can make a super high jump.
UF 3 : SUPER CATCH	
U.P. 10	This is a miracle catch. It catches Missile, Bomb, Tremor, Meteor, Magnet, or anything else!! Leave it to this Super Catch.
UF 4 : HYPER THROW	
U.P. 5	This throws a ball any distance without a bounce.

★NOTE : The abbreviation "U.P." stands for the number of Ultra Points required to perform the Ultra Plays.

CHOOSE MODE

[1] MODE

When you insert the game pak in the control deck and turn the set on, the title screen will appear. Press the START button to display the SELECT MODE screen.
Move ↕ the cursor with ✣ the control pad to a mode you like, and press the Ⓐ button.

EXHIBITION Choose your favorite team and play against the computer or your friend.

SEASON Up to six players can participate.
Important statistics on all 27 items will be saved through the season with the full-auto season system, a statistical simulation can also be played out.

EDIT This mode lets you create your own teams.
Up to six teams can be created and saved.

EXHIBITION (1)

[1] EXHIBITION

- PLAYER (S)
  Choose 1 PLAYER or 2 PLAYERS.

- SELECT INNINGS
  Choose the number of innings, 1, 3, 5, or 9.
  If you choose 1, you play only one inning per game.

- SELECT TEAM
  Choose one of 18 different teams.
  Choose two different teams for 2 PLAYERS.

[2] CHANGE SETTINGS

- CHANGE SETTINGS
  Choose PLAYBALL to start the game.
  Choose CHANGES to enter the ERRORS screen.

- ERRORS
  You can play the game either with errors or not. If you choose YES, a fielder may make errors during the game.

- THE LEVEL OF THE COMPUTER

There are three game levels to choose from. Select one depending on the skill level you want.

- DISPLAYS OF THE ULTRA PLAY

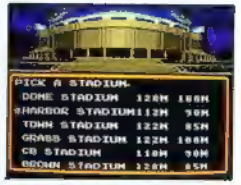
When you play ULTRA PLAY, the type of the ultra play you're going to use will be displayed on the screen. If you don't want them on the screen, choose OFF.
It will be thrilling and exciting without the display.

- SELECT THE ULTRA POINTS

Choose the Ultra points you can use during the game.
Choose one of 50, 100, 150, 200, 250, 300 or unlimited.

These screens will come on only when you select the "ULTRA league", not when you select the regular leagues.

EXHIBITION (2)



- PICK A STADIUM

Choose one of six stadiums.

[3] MATCH MODE

Choose MAN for you to play the game. COM for autoplaying, or MGR for a manager mode.

[4] STARTING PITCHER

Move ⓛ the cursor up and down with ✣ the control pad to see the pitchers, their abilities, and their current conditions. Choose one of six pitchers, then press the Ⓐ button.

Smiling indicates that he's in the best condition.

[5] STARTING LINEUP

Before every game, you can modify your team's starting line up, batting order, and fielding positions using any of your twelve team members. To change the line up, select CHANGE. The line up will be empty and the players' names will appear to the right. Starting with the first batter, fill in each position in the batting order. Then, assign fielding positions, starting with the first batter.

SEASON (1)

SEASON

Select SEASON to enter to the command screen. With ✣ the control pad select START to start a new season or CONTINUE to continue a previous saved season.

WHEN YOU PLAY THE SEASON FOR THE FIRST TIME

SEASON LENGTH

Choose the number of games of the season, 5, 30, 60, or 165.
(The number represents how many games each team plays through the season.)

NUMBER OF INNINGS

After choosing the length of the season, choose the number of innings of the game, 1, 3, 5, or 9.

※ The length of the season and the number of innings you set at the beginning of the game will be carried out through-out the season. No changes can be made during the season.

CHOOSING A LEAGUE

Six teams play in a season.
Choose the Atlantic league, Northern league, Ultra league, or Original league. Only one game can be proceeded at a time.

CREATING AN ORIGINAL LEAGUE

When you choose Original League from the above screen, select six different teams of your choice to form the league.

SEASON (2)

SETTING THE LEAGUE 1.

Set the teams for the season with ✣ the control pad and the Ⓐ button.

1. SELECTING A MODE

   Choose MAN for manual play of the game, COM for the computer to play, or MGR for you to be a manager. This setting can be changed in the match mode screen. (See P.13)

2. ASSIGNING STADIUMS

   Choose a home stadium for each team.
   It is possible for multiple teams to own the same one.

3. SETTING ULTRA POINTS

   Choose the Ultra Points for each team (See P.12) with the Ⓐ button. When you are through, place ✣ the cursor on END and press the Ⓐ button to set it.

SETTING THE LEAGUE 2.

1. ERRORS

   You can choose either errors or no errors in the game.

2. THE LEVEL OF THE COMPUTER

   Choose the difficulty level of the computer.

3. DISPLAY OF THE ULTRA PANEL

   When you play the Ultra Play, you can choose for the symbol to be displayed on the screen or not.

AUTO SEASON

▼

When choosing AUTO SEASON in the command mode, a cursor will appear at the bottom of the right hand corner of the screen (1) the cursor will appear at the top of the screen (2).
Move the cursor with ✣ the pad and press the Ⓐ button to set. The games will be played by the computer during the period you set.
(In order to set the AUTO SEASON, all the teams should be set COM in the PLAY MODE screen).
You can also set the AUTO SEASON through out the whole season, too.
(It is set for the SKIP mode).

SEASON (3)

MENU

Choose END in the schedule screen to enter the screen on the right.

1) NEXT GAME
Let's start the game! See P.13 for the MATCH MODE screen.

2) STANDING
To review each player's stats during the season, See P.19.

3) CHANGE SETTING
To change schedule, go back to the CHANGE screen to set a new schedule.

4) REVIEW SCHEDULE/SET AUTO SEASON
See P.17

5) END
All the data will be saved after each game. Turn off the power while pressing the reset button. (See P.5)

NEXT GAME

Follow the same procedure as for EXHIBITION on P.13. Select these; PLAY MODE → STARTING PITCHER → STARTING LINEUP → PLAY BALL (GAME)

[1] NEWS

After each game, a television news display will show the score. Teams W-L, a pitcher's saves, homeruns hit, and more.

[2] STANDINGS

Select STANDINGS to enter the screen on the right.

1) The team rating, W-L, GB will be displayed.

2) TEAM W-L
The chart shows how many wins and losses each team has against the others. The figures are read across in rows. The upper figure is the number of wins, the lower figure is the number of losses.

3) STATS
This displays full batting and pitching stats for all the players on any team.

G ·····Games played
HR·····Home Runs
BB·····Base on Balls
SB·····Stolen Bases
PCT·····Winning Percentage
AVG ·····Batting Average
SO·····Strike Outs
ERR ·····Errors

[3] INDIVIDUAL BATTING STATISTICS

To review a player's batting stats, move the cursor to the team he is on.
Press the Ⓐ button, then the screen on the right will be displayed

AVG ·····Batting Average
AB·····Numbers at Bat
H ·····Hits
2B · ····· Doubles
3B·····Triples
HR·····Homeruns

RBI ·····Runs Batted In
BB ···· ····Base on Balls
SO ·····Strike Outs
SB · ····· ·Stolen Bases
SAC ·····Sacrifice Hits
ERR·····Errors

✣Press the Ⓑ button to go to the TEAM STATS screen, the Ⓐ button to the PITCHING STATS screen

[4] TEAMS PITCHING STATISTICS

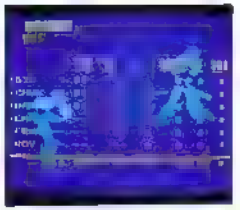
Select PITCHING STATS, at the bottom of BATTING STATS screen, and press the Ⓐ button

G · ·····Games Played
ERA ·· Earned Run Average
W ·····Wins
L ····· Losses
SAVE ···Saves
BB · ·Base on Balls

SO····· Strike Outs
HR ···· · Homeruns
R ·····Runs
CG ···· ·Complete Games
SHO···· Shutouts

[5] INDIVIDUAL PITCHING STATS

To review individual pitching stats, move the cursor to the team the player's on, and press the Ⓐ button. Then the screen on the right will be displayed



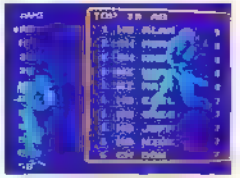
ERA · ····· Earned Run Average
WINS ··· ·Wins
LOSSES · ·Losses
SAVES ·· Saves
CG ····· · Complete Games
SHO· ·····Shutouts

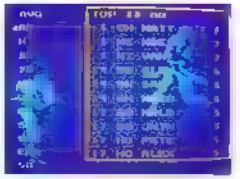
IP ····· Innings Pitched
H ····· Hits
HR ·· ·····Homeruns
R ····· Runs
BB ·····Base on Balls
SO ··· ·····Strike Outs

[6] TOP 30 HITTERS / PITCHERS

Select Top 30 HITTERS in the Menu screen and press the Ⓐ button. Move the cursor to the desired item and press the Ⓐ button. (1). Move the cursor up and down with the control pad (2). to review the TOP 30 HITTERS. Select TOP 30 PITCHERS in the Menu screen and press the Ⓐ button. Move the cursor to the desired item and press the Ⓐ button. (3). Move the cursor up and down with the control pad to review the TOP 30 PITCHERS.

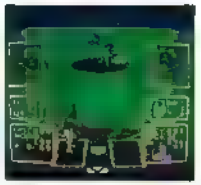
(NOTE – This is a result which varies.)





TIPS — HERE ARE SOME TIPS TO ENJOY THE GAME

1) The stats you see on the screen during the season are only the results, not their abilities (No growing system is available)



2) In order to be listed on the best 30 Hitters / Batters, the players have to play a certain number of games. If you notice a good player not listed yet, let him play more games.

3) The memory capacity of this game is limited It can save the record of only one league If you wish to set up other leagues or create your own while the first league is playing the season, you must cancel the current season on now

4) When you choose 1, 3, or 5 innings per game it may take awhile before the player's batting AVG and ERA will be displayed. *

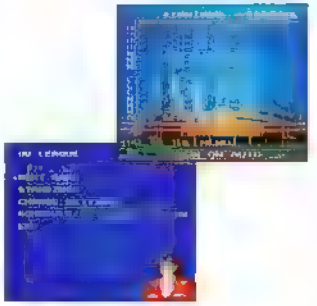
5) If the top 2 teams or more have identical standings at the end of the season, a tournament style league play-off will be held to determine the winner. The game results of the play-offs will not be saved

THE FULL-AUTO SEASON

With the FULL-AUTO SEASON Super Baseball Simulator 1.000™ lets you play out a full-season statistical simulation.

1) Set all the teams in the PLAY MODE to COM

2) Set the entire season to COM
Go back to the MENU and set the cursor on the next game



★ After you set the FULL-AUTO SEASON, the computer will play the season automatically for you. Leave the power on and watch the game, or check the results and the stats after each game

★ Editing can be done during the season

★ Sacrifices, stolen bases, and errors are not available in this mode

★ In order to save the data when you turn it off, go back to the menu screen and keep the RESET button pressed when turning it off

EDIT (1)

[1] EDIT

This feature allows you to create and save up to 6 of your own teams. Choose EDIT in the MODE SELECT screen and press the A button.

[CHOOSE THE TEAMS]

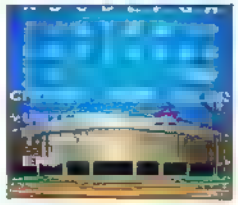
Pick any team out of 18 from 3 leagues, or re-edit the existing teams. All the data will be saved automatically

[NAME THE TEAMS]

The maximum length of the name is 10 letters.

[CHOOSE THE TEAM COLOR]

Choose the color for the uniform and T-shirts. Move the cursor either to the UNIFORM or T-SHIRT. Choose the color with the A or B button. Move the cursor to the END to set.



* EDIT is one of the modes, where you can make your original team anyway you want. Input a team name, color, players' names and their data

[2] CREATING A TEAM

Create your own teams by distributing points

1) STANDARD ····There are not many points to distribute to make the players very strong. Good for an expert

2) MODERATE ···There are many points to distribute to make a team with good players. Good for a beginner

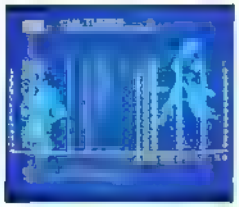
3) SPECIAL

The screen on the left will be displayed when you select SPECIAL. Choose 1 or 2 out of 6 and distribute points to make your team distinctive. Choose Accuracy and Power Hit for a team with strong batting arms, for instance

- ACCURACY·····The batting AVG will increase.
- POWER HIT ·····The batting power will increase.
- SPRINTER ····· The running speed will increase
- FAST BALL····· ··The ability of throwing fast balls will increase.
- CURVE BALL The ability of throwing curve balls will increase
- STAMINA ···· ···· ·The stamina will increase

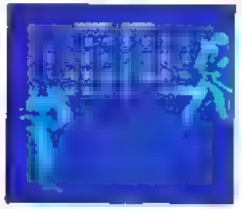
*Use your creativity and imagination when you create your team. For example, choose ACCURACY and POWER HIT if you want to make your team strong in batting

EDIT (2)



[3] EDIT BATTER

Edit batter after creating teams
(Screen on the left.)



1 Names Move the cursor to the NAME with ✣ the control pad and press the A button. The screen on the right will be displayed. Select letters with the cursor and the A button.

2. Position At Bat Select the batting arm left or right

3. Posture At Bat Choose one of 4

4. Fielder's Position Choose each fielder's position.

5. AVG– Batting Average range between 750 and 150. A batter meets balls better with higher numbers

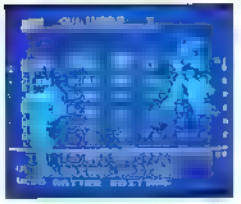
6. HR The maximum number of homeruns is 90. Batting power increases with a higher number

7. R Moving speed increases with a higher number

8. F – The area a fielder covers increases with a higher number

[4] SELECT EDIT PITCHER

Select EDIT pitcher at the bottom of the screen and press the A button. (See the screen on the right.)

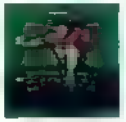


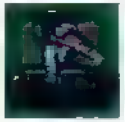
1. NAME See P.26

2 PITCHING

R Right L Left O Overhand U Underhand
S Side

RO LS RU LU





3. SPD Speed of the ball

4. R – Right curve ball for a right arm pitcher

5 L Left curve ball for a left arm pitcher

6. F – Fork Ball

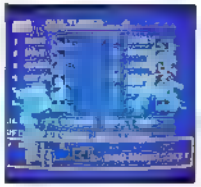
7 ST Stamina is important to pitch and to control the ball

※ You can't set the parameters to exceed the limits

[5] ULTRA EDITING

Select the EDIT screen to ULTRA TEAM.

1. ULTRA BATTING
   Select batter with ✣ the control pad and the A button. Select ULTRA BATTING in the window at the bottom of the screen, with ✣ the control pad and the A button. (Only 1 Ultra batting ability is allowed for each batter.)



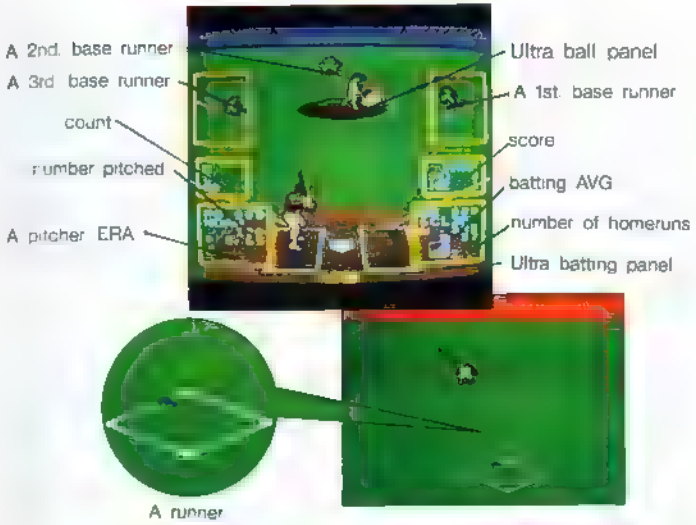
2. ULTRA BALLS
   Select pitcher with ✣ the control pad and the A button. A pitcher can have up to 4 Ultra balls, select them with ✣ the control pad and the A button.

3. SAVE
   Select SAVE in the ULTRA EDITING PITCHER screen to save the data, and go back to the MENU screen. If you wish to rearrange the team, follow the procedure again.

In order to use the Ultra Fielding, set a panel on the Ultra Batting EDIT screen.

A pitcher and a batter confront in a pitching screen. When a ball is hit, a field view comes on the screen.

PITCHING SCREEN

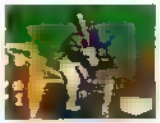


FIELD SCREEN

NOTE: The ERA, AVG, HR during the exhibition indicates the abilities of the players, as well as they indicate their performance during the season. The Ultra Panel will not be displayed in the screen during games. Press the X button to get the Ultra Panel on the screen.

[1] BATTING ✣ + A

Set the position in the batter box with ✣ the control pad, press the A button to swing. Release the A button during the swing to bunt



1. Set the position in the batter box

2. Press the A button to swing the bat

3. Release the A button during the swing to bunt

[2] A PINCH HITTER

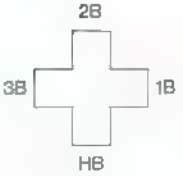
Press the START button before the pitcher winds up. Press the A button of the game player at bat, then the PINCH HITTER screen will be displayed. The player at the top of the screen is the batter currently at bat. Select a pinch hitter with ✣ the control pad and the A button

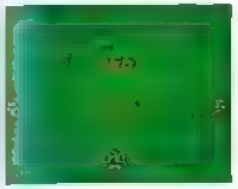
[3]LUCKY SEVEN

All the players at bat get extra power in the 7th inning. Be aggressive!

[1] ADVANCE TO BASE ✣ + B

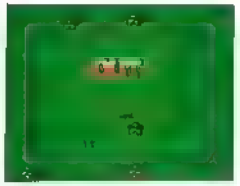
Select a base with the control pad, then press the B button while the control pad is still pressed. The runners on the bases advance automatically when the ball is hit.



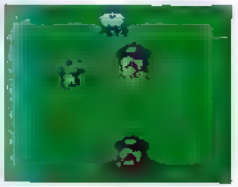


[2] RETURN TO BASE ✣ + A

Select a base with the control pad, then press the A button while the control pad is still pressed. The runner can't return after he touches the next base. The runners will return to the base automatically when the fly ball is caught.



[3] STEAL ✣ + Y



While the pitcher is winding up, steal the base with ✣ the control pad and the Y button. Make sure the next base is open.

CONTROLLER OPERATION – PITCHING

[1] PITCHING ✚ + A

1. Position the control pad to move the pitcher left or right.

2. Pitching
   Press the (A) button to start the windup. At this time, press the control pad down for a fast ball, up for a slow ball, or fork ball. If the control pad is not pressed, the pitch will be normal speed.

3. Course
   During the windup, press the control pad left or right to aim the pitch.

4. Curve ball
   During the pitch, press the control pad left or right to control its course.

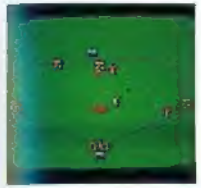
[2] RELIEF

Press START for a timeout, press the (A) button to get a shifting screen. (See P.34)

CONTROLLER OPERATION FIELDING / DEFENSE

[1] FIELDING

Use the control pad to move the fielders. The ball will be caught automatically when the fielder touches it.

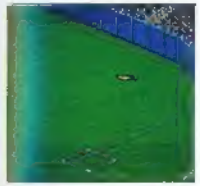


[2] THROW TO BASE ✚ + A

Select a base (see the pictures on the left) with the control pad, then press the (A) button, otherwise the ball will be thrown to the first base.

[3] RUN TO BASE ✚ + B

Select a base with the control pad, then press the (B) button.



[4] FINE PLAY A

Press the (A) button to jump up and catch a ball. Use the control pad and the (B) button to dive for a ball.

[5] PICKING A RUNNER OFF BASE Y → ✚ + A

Before pitching, press the (Y) button to shift to the field view.
Select a base with the control pad, then press the (A) button.

FIELDING-SUBSTITUTE FIELDERS

[1] FIELD VIEW

Fielders can be substituted or shifted during the game.
Press the START button to call time out and press the Ⓐ button, then select CHANGE or SHIFT with the control pad and press the Ⓐ button.

[2] CHANGING THE PITCHER

Select CHANGE in the same procedure as above. Move the cursor to the pitcher and press the Ⓐ button. The RELIEF PITCHER screen will be displayed. Select a pitcher with the control pad and the Ⓐ button.

[3] SUBSTITUTE FIELDERS

Select CHANGE as in the procedure above, move the cursor to the fielder that you want to remove and press the Ⓐ button. On the SUBSTITUTE screen, select a fielder with the control pad and the Ⓐ button. (The substitute fielder will replace the removed fielder in the batting lineup.)

FIELDING — SHIFTING FIELDERS

[1] SHIFTING

Each fielder can be shifted depending on the situation. Select SHIFT in the procedure on Pg. 34, then the command window will be displayed.

[2] SHIFTING ALL THE FIELDERS

All the fielders except the pitcher and catcher can be shifted to the 1. right side field, 2. left side field, 3. close in or 4. spread out. Select one, then END.

[3] SHIFTING INDIVIDUALLY

Each fielder can be shifted individully also. Move ⬇ to a fielder that you want to shift, press the Ⓐ button. Move him to the desired position with the control pad while pressing the Ⓐ button, then release the Ⓐ button. (Use the Ⓛ button along with the Ⓐ button to speed up the action. The name of the player which the arrow is pointed to is displayed on the screen.)
Press the Ⓐ button without ⬇ the arrow pointing to a fielder to start the game again. The fielders will go back to their original position automatically when a batter changes.

OPERATION CHART

OFFENSE	
BATTING	Use ✣ for position, (A) to hit, or bunt when (A) is released in the middle.
ULTRA PLAY	Use (X) to set, ✣ for position, (A) to hit.
ADVANCE BASE	Use ✣ + (B)
RETURN TO BASE	Use ✣ + (A)

PITCHING	
ULTRA BALL	Use (X) for display.
POSITION	Use ✣ for position of a pitcher.
PITCHING & SPEED	Use ✣ + (A)
PITCHING COURSE	Use ✣ when a ball is thrown.
CURVE BALL	Use ✣ after a ball is thrown.
PICKING A RUNNER OFF BASE	Use (Y) for field view then ✣ + (A)

FIELDING	
CATCHING BALL	Use ✣ for direction.
FINE PLAY	Use ✣ + (A)
ULTRA PLAY	Use (B) for Rocket Jump.
	Use (B) +✣ for Super Slide.
	Use (X) for Hyper Throw.
	Use (Y) for Super Catch.
THROW	Use ✣ for direction then (A)
TAG OUT	Use ✣ to select base then (B)

MANAGER MODE			
✣	Bunt	✣	Base on balls on purpose
✣	Steal	✣	Best pitch
✣	Squeeze	✣	Spirit
✣	Hit and run		

MANAGER MODE

[1] MANAGER MODE

This is a mode to manage the team, not to play.
The computer will play it for you when you send signals. This mode is perfect for those who would rather watch games, but like to take part once in a while. (You can't control the players during the game in this mode.)

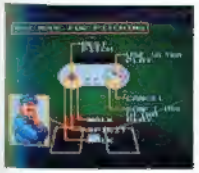
[2] FOR BATTiNG

Send signals by pressing the button before the pitcher winds up. (see 1. below) Confirm the signal with the (A) button, call time out with the START button for a pinch hitter. A manager can send only one signal at a time.

1. FOR BATTING

2. FOR FIELDING

[3] FOR FIELDING



Send signals by pressing the button before a pitcher winds up. (see 2. above) Confirm the signal with the (A) button, call time out with the START button for changing the players including the pitcher or shifting.
A manager can send only one signal at a time.

NOTICE

1. The teams, players, and other names appearing in this game are fictitious and are not intended to represent actual persons or organizations.

2. Some rules or play and statistical calculations in "SUPER BASEBALL SIMULATOR 1.000™" may differ slightly from those of professional baseball.

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